

Figure 1

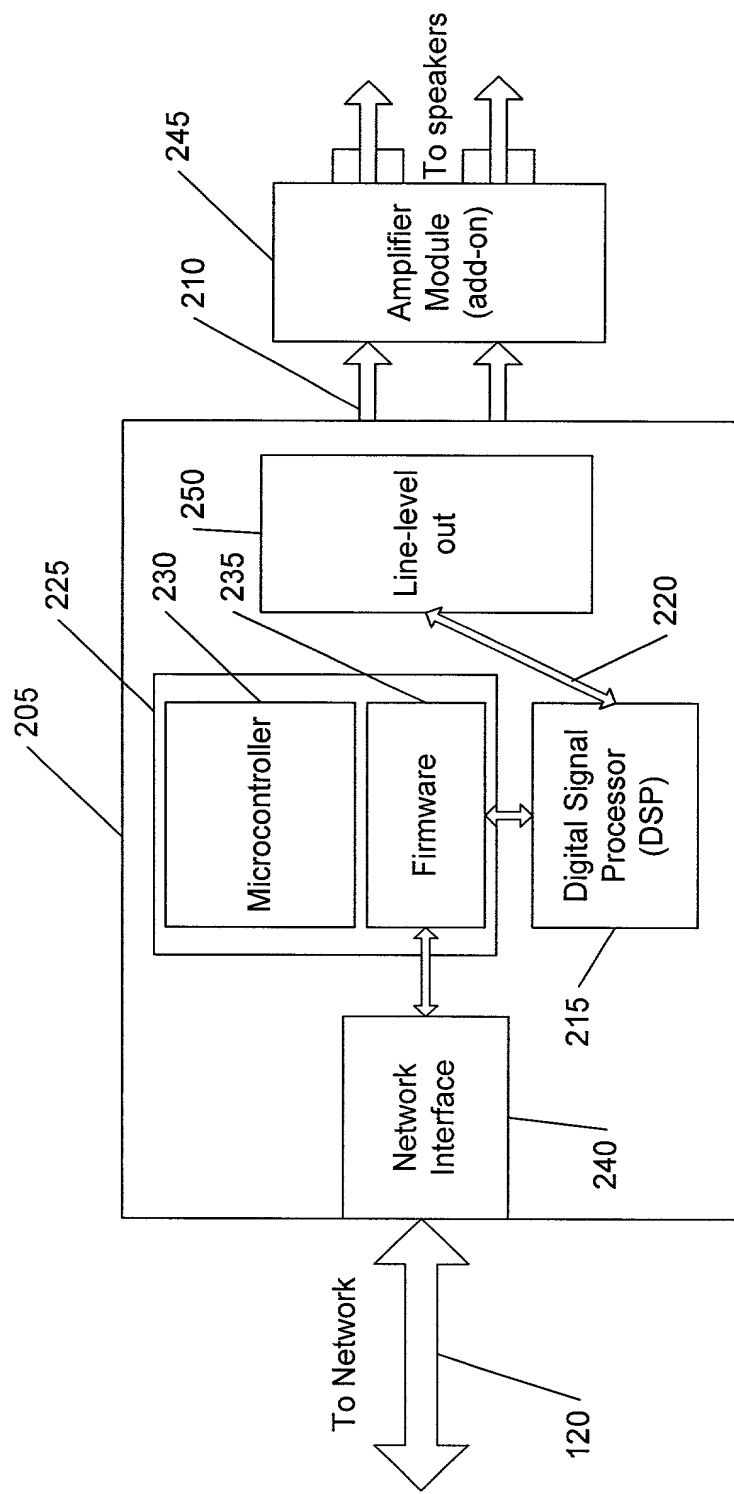


Figure 2

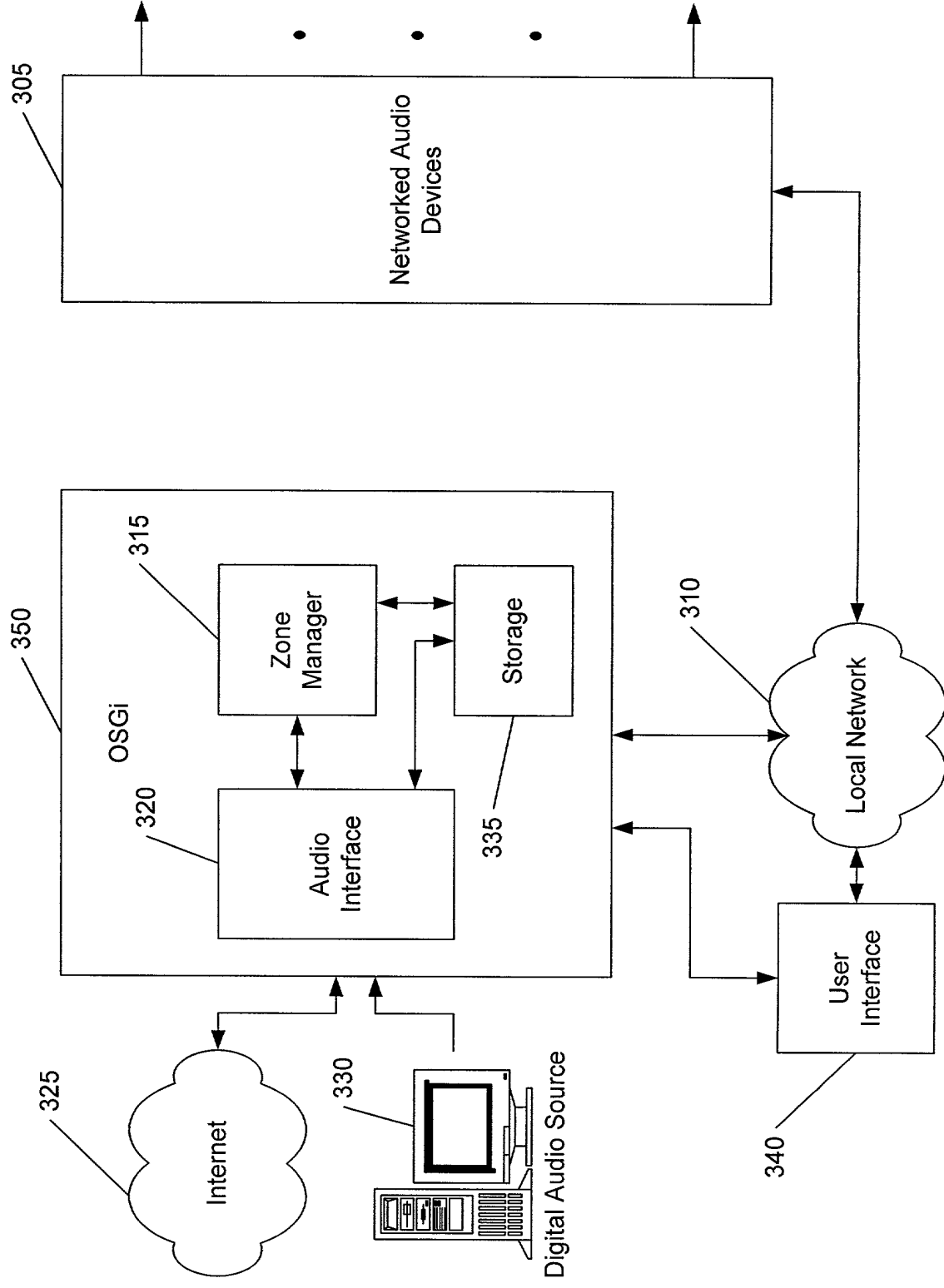


Figure 3

The diagram illustrates an audio system architecture. At the bottom, a **User Interface** (430) is connected via a bidirectional arrow to the **Audio Server** (415). The **Audio Server** contains a **Zone Mgr with Audio Mixing Software** (420) and an **A.I.** (425) component. On the left, five **Tracks** (460) are listed: **Track 1 (waterfall)**, **Track 2 (birds)**, **Track 3 (wind chimes)**, **Track 4 (babbling brook)**, and **Track 5 (ambient leaves)**. Arrows from these tracks point to the **Zone Mgr**. The **A.I.** component has arrows pointing to four **Channel NAD** (Not a Draw) blocks: **Channel 1 NAD**, **Channel 2 NAD**, **Channel 3 NAD**, and **Channel 4 NAD** (405). Each channel block has an output arrow pointing to a corresponding **Room Audio Equip.** (450) block: **Room 1 Audio Equip.**, **Room 2 Audio Equip.**, **Room 3 Audio Equip.**, and **Room 4 Audio Equip.**

Figure 4

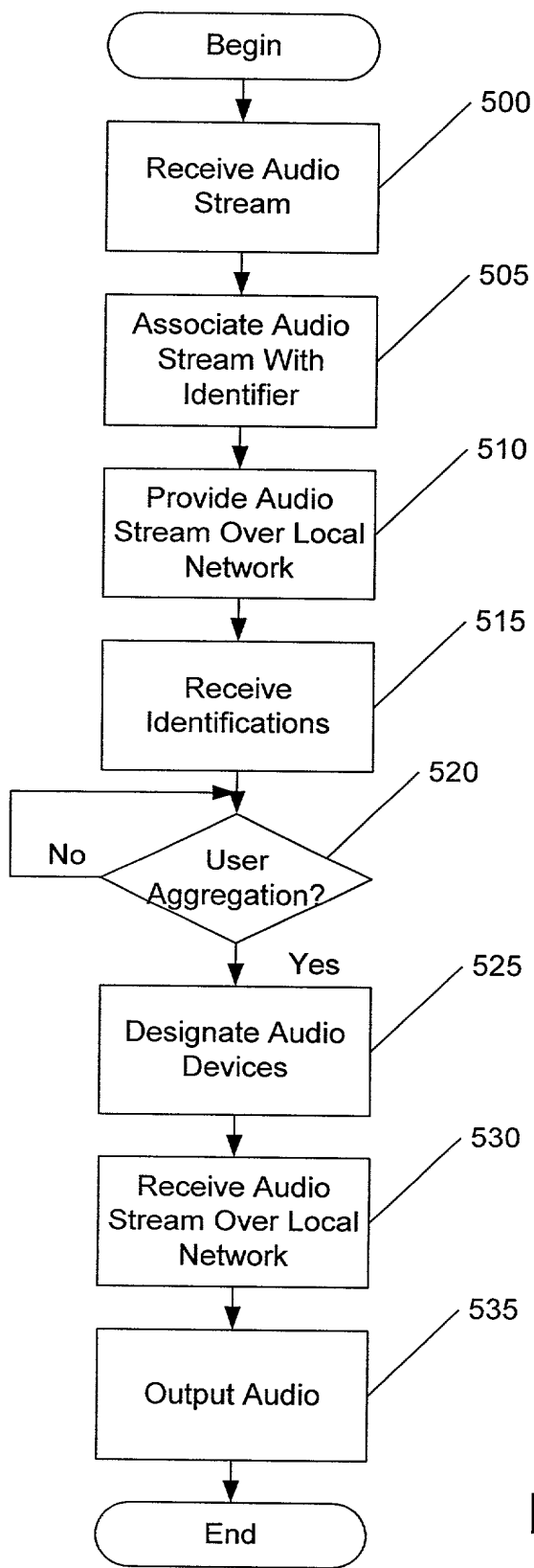


Figure 5

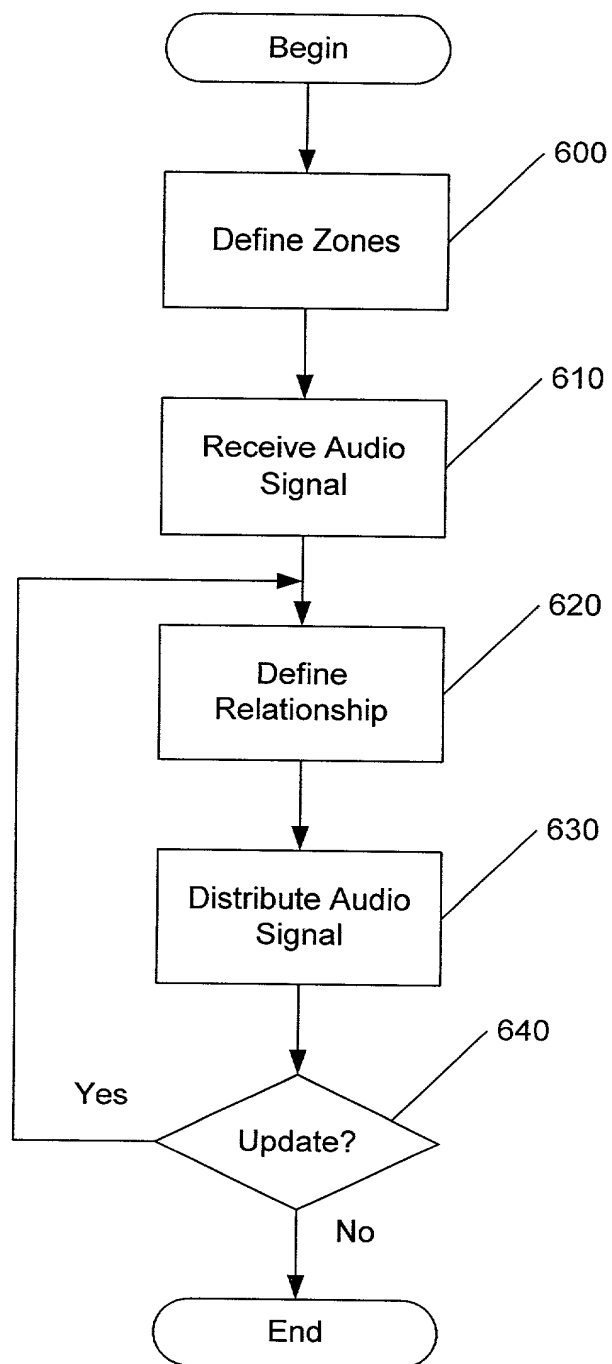


Figure 6

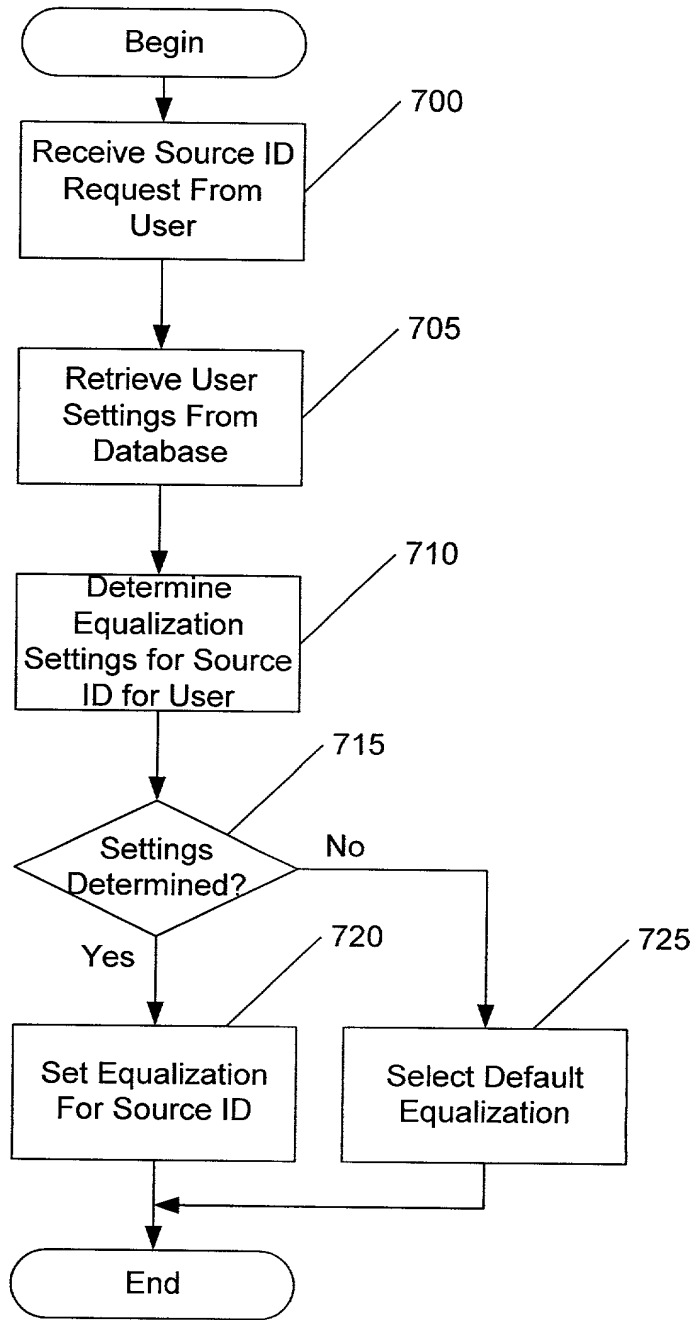


Figure 7